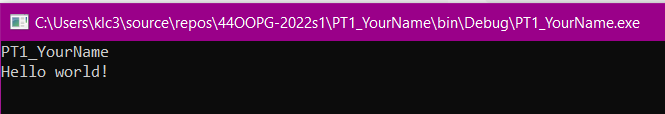
PT1

**Screen-Capture(s)**



**Filename:** Program.cs *(or replace with the appropriate filename)*

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace PT1\_Zeph\_Tan\_En\_Kai

{

    class Furniture

    {

        protected string strBrandName;

        private float fltDelivery;

        public Furniture(string a)

        {

            strBrandName = a;

        }

        public virtual float GetDelivery()

        {

            fltDelivery = 50.0f;

            return fltDelivery;

        }

    }

    class Bed : Furniture

    {

        private string model;

        private float fltPrice;

        static int intCount;

        public Bed(string a, string b, float c) : base(a)

        {

            model = b;

            fltPrice = c;

            intCount++;

        }

        public float Price

        {

            get => fltPrice;

        }

        public int Count

        {

            get => intCount;

        }

        public override float GetDelivery()

        {

            return base.GetDelivery() + 30.0f;

        }

        public void PrintItemInfo()

        {

            Console.WriteLine($"Brand name: {strBrandName}, Model: {model}, Price: {Price}");

        }

    }

    class Program

    {

        static void Main(string[] args)

        {

            string brand;

            string model;

            float price;

            char yn;

            Bed[] arr = new Bed[3];

            Console.WriteLine("Enter furniture brand of bed #1: ");

            brand = Console.ReadLine();

            Console.WriteLine("Enter model of bed #1: ");

            model = Console.ReadLine();

            Console.WriteLine("Enter price of bed #1: ");

            price = float.Parse(Console.ReadLine());

            arr[0] = new Bed(brand,model,price);

            Console.WriteLine("Enter furniture brand of bed #2: ");

            brand = Console.ReadLine();

            Console.WriteLine("Enter model of bed #2: ");

            model = Console.ReadLine();

            Console.WriteLine("Enter price of bed #2: ");

            price = float.Parse(Console.ReadLine());

            arr[1] = new Bed(brand,model,price);

            Console.WriteLine("Enter furniture brand of bed #3: ");

            brand = Console.ReadLine();

            Console.WriteLine("Enter model of bed #3: ");

            model = Console.ReadLine();

            Console.WriteLine("Enter price of bed #3: ");

            price = float.Parse(Console.ReadLine());

            arr[2] = new Bed(brand,model,price);

            Console.WriteLine($"You have ordered {arr[2].Count} beds;");

            arr[0].PrintItemInfo();

            arr[1].PrintItemInfo();

            arr[2].PrintItemInfo();

        }

    }

}